
Subject: Re: LuaTT

Posted by [Comp_uter15776](#) on Sat, 30 Mar 2013 22:15:51 GMT

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Well, I've tried the existing LuaPlugin (LuaTT ver 1.2) to no avail :/

In fact, I can't get any Lua plugin to work with any SSGM/server... the old versions say "can't find file/dir" *some random characters* "LuaPlugins" *more random characters*, and the new versions don't appear at all ;_;

I do hope at least someone ports the code! someone!

random character example <http://prntscr.com/yi16i>
